

Stephany Sally Jati

Graphic/Web/UI Designer

Illustrator/Concept Artist

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EXPERIENCE

Duck Duck Moose, San Mateo, CA

Illustrator, Animator, Visual Development/Concept Artist (2012 - 2013)

Illustrator on eight award-winning educational mobile apps.

Conceptualized game characters and environments, and designed UI.

Produced game assets and created animations.

Researched target audience and designed immersive user experience.

Designed and created promotional materials.

Omega Mobile, San Francisco, CA

Production Artist & Graphic Designer (2011)

UI & Graphic Designer (2014-2015)

Conceptualized and developed wireframes for apps and websites to ensure user-friendly interface for mobile and desktop.

Designed and created icons and assets.

Provided measurements, mockups, and produced pixel-perfect comps for the developers.

Fierce Wombat Games, San Jose, CA

2D Artist, UI Artist, Animator (2011 - 2012)

Conceptualized, created and animated characters, designed UI and produced assets.

Modeled and textured props using Maya.

Lamp Pictures Production House, Jakarta, Indonesia

Concept Artist & Graphic Designer (2009)

Designed logos, websites, and profiles.

Purdue Alumni Association, West Lafayette, IN

Web and Graphic Designer (2005 – 2006)

Managed websites and database.

Created animated birthday e-card and game using Flash and ActionScript.

EDUCATION

Academy of Art University, San Francisco, CA

MFA in 2D Animation Visual Development (2010)

Purdue University, West Lafayette, IN

BS in Computer Graphics Technology (2006)

SKILLS

Photoshop, Illustrator, Flash

HTML/XHTML, CSS